MODEM WARS™

GETTING STARTED

The first thing you should do is make a copy of your Modem Wars Master Game Disk, which takes about 15 minutes (we'll refer to this copy as the Play Disk). Any time you play with your Master Game Disk, you run the risk of damaging it.

When you make your Play Disk, you make a personalized disk that displays your name on the Stats console, saves your name with your game films, and is configured for your modem. To make a Play Disk follow these instructions:

1. Install your joystick in control port 2.
2. Insert your Modem Wars Master Game Disk into your disk drive.
3. Turn on the computer.
4. C64 owners — Type LOAD"EA",8,1 and press <RETURN>.
   C128 owners — The game self boots; you don't need to type a thing.
5. Now you're in the Modem Wars Utilities menu. Use your joystick to select MAKE A NEW GAME DISK.
6. Enter your name when prompted and press <RETURN>. You'll have to swap disks (about four times) as your Play Disk is formatted and the program is copied onto it.
7. When you're asked to select TYPE OF MODEM, pick your type of modem from the list. If you don't see your modem or you can't tell which kind you have, pick HAYES & RS232. If your modem has a switch on it labelled "TEL/DATA" or "D" and "T" (or anything like that), choose 1650 (AUTOMODEM) & LIKE. When you see CARRIER, select NORMAL unless you're using one of the original Commodore 1660 modems that doesn't have a carrier detect line or if you're using two C64s directly cabled together (RS232 or custom); in those cases, select FORCE ON. If you're using an RS232 interface to a modem, you may need to select INVERTED if your interface doesn't have a switch you can change. If you do select HAYES & RS232, you get a DTR LOGIC menu from which you can select NORMAL or INVERTED.

Revise an Old Game Disk

To change your name or the type of modem selected on a Play Disk, select REVISE AN OLD GAME DISK from the Utilities menu. If you only need to change your name, enter the new name and then select EXIT on the Modem Menu when you're done.

Make Data Disk for Films

Your Play Disk of Modem Wars has room for ten game films. If you want to save more game films than that, you can create a game film data disk by selecting MAKE DATA DISK FOR FILMS from the Utilities Menu. You'll need a blank disk (or a used one that you're willing to erase the information on) and about two minutes. Your new game film data disk holds up to 30 game films.

Try a Test Game

Lets you try a test game on your Master Game Disk.

BOOT INSTRUCTIONS FOR SOLO PLAY

1. Insert your joystick in port 2.
2. Insert your Play Disk in any drive. (See above instructions if you haven't made your Play Disk yet!)
3. Turn on the computer.
4. C64 owners — Type LOAD"EA",8,1 and press <RETURN>.
   C128 owners — The game self boots; you don't need to type a thing.
5. A map appears on the screen. You have to find it in the manual and enter its name before you can get into the game.
6. Choose PRACTICE WITH SOLO TRAINER from the first menu.
7. If you want to customize your game, press the asterisk key (*) to toggle on the Customization option (see your manual for more details on customization).
8. If you want to change the display setting, press <F1> at the Game Type menu. The default setting is Standard Display, which only shows your robots and those enemy robots which your troops have "spotted" (you spot an enemy robot when you're within a designated range of it). Beginner Display mode shows your robots *and* the enemy's robots on the screen; this lets you see all the action on the battlefield. When you play against a modem opponent, you only get the Standard Display.
9. Select the scenario you want to play.
10. You're ready to go. Try playing a game of Scrimmage with the walkthrough provided in the manual.

BOOT INSTRUCTIONS FOR MODEM PLAY

This game is designed to start with two people talking on the phone, rather than having your computer and modem do the initial connecting. Together, you decide which modem will "A"nswer and which will "O"riginate and then you'll set your modem switches (if necessary). When you're both ready to play, you just press the space bar and let the computers pick up the line to "talk." VOICE/PAUSE and VOICE/DISCONNECT are options that let you and your opponent get back on the phone line to talk. From there you can resume the game or play another one. To play against a modem opponent:

1. Insert joystick into port 2.
2. Install your modem before you turn on the computer.
3. Insert your Play Disk in any drive. (See above instructions if you haven't made your Play Disk yet!)
4. Turn on the computer and modem (if necessary).
5. C64 owners — Type LOAD"EA",8,1 and press <RETURN>.
   C128 owners — The game self boots; you don't need to type a thing.
6. A map appears on the screen. You need to find it in the manual and enter its name before you can get into the game.
7. Select COMPETE WITH MODEM OPPONENT from the Options menu and press the joystick button.
8. Next, you may see the prompt GET OPPONENT ON PHONE AND...PRESS A OR O AND SET MODEM. At this point, get your opponent on the phone. In order for the modems to

communicate, one person must use his modem in "A"nswer mode while the other uses "O"riginate mode. It doesn't matter who's A or who's O. Also, if your modem has an A/O switch, you'll need to set that.

9. In a moment you'll see PRESS SPACE THEN HANGUP PHONE. At this point, you can still talk on the phone. When you're both ready, press the space bar (The first person to press the space bar gets to pick the map you play on). If you're using a modem with a "TEL"ephone/"DATA" switch, set it to "DATA" now. Wait a few seconds before you hang up the phone. You now see the message WAITING FOR CONNECTION...
10. Whenever the modems should be "connected" to one another by phone but are not, the border of your screen will be blue. This is normal for a few seconds until your modems connect. If your initial attempt at connection fails, you'll get the message TRY AGAIN and you'll return to the Options menu. Go to Step 7 and try again.
11. When your connection succeeds, you'll either see the message OPPONENT PICKING GAME/MAP or the Game Scenarios menu — what you see depends on who hit the space bar first.
12. You're ready to play. May the best QB win.

NOTE: The message OPPONENT USING A NON-STANDARD GAME means that your opponent may have "improved" his or her version of the game to gain an unfair advantage, or he or she may have improperly loaded it on to the machine. You can proceed with the game at your own risk or press the <C>-<SHIFT>-<F7> to abort.

Playing another game

When you're done playing a game, you're still connected. You can play another game by both selecting COMPETE WITH A MODEM OPPONENT from the Options menu, <F7>. If your opponent selects that command but you don't, you'll see the message OPPONENT READY FOR NEW GAME.

Signing off

When you're done playing with an opponent, you can free up your phone by selecting VOICE/DISCONNECT on your Options menu, <F7>. If either you or your opponent does this you will see the prompt PICK UP PHONE AND PRESS SPACE. If you're using a modem with a "TEL"ephone/"DATA" switch, set it to "TEL" right after you press the space bar. When you've both done this, you can say goodbye and hang up.

Fixing phone troubles

If your connection fails at any time, you'll hear warning beeps and the message PHONE TROUBLE. If it recovers within a few seconds, the message will go away. If your initial attempt at connecting fails, you'll be returned to the Options menu and you'll get the message TRY AGAIN. Make sure your modem is securely connected and the phone lines are properly attached. Also, make sure *one* of you selects "A" while the other selects "O". Go to Step 7 and try again.

Calling somebody other than the opponent

Anytime your modem is being asked to release the phone line (for instance, your opponent wants to talk to you), you're prompted with PICK UP PHONE AND PRESS SPACE. You will maintain your phone connection. If you need to make a call, you can now hang up your telephone and pick it up again to get a dial tone.

Talking to your opponent

If you want to talk to your opponent on the phone during the game, select VOICE/PAUSE from the Options menu. You'll see the prompt PICK UP PHONE AND PRESS SPACE. Pick up your phone and talk. Once you do that, the prompt changes to PRESS SPACE AND HANG UP PHONE. When you're done talking, press the space bar and hang up the phone to resume the game.

Watching a game film

Before you decide to play again, you can watch or save your game film. You can type or talk to your opponent while both of you are watching the game film. (Use the above instructions if you want to talk on the phone.) If you decide to play another game with the same or different opponent, follow the "Boot Instructions for Modem Play" instructions starting at Step 7.

KEY COMMANDS

Key		Description
Joystick	MOVE	Moves your cursor; highlights selections.
Joystick Button	ACTIVATE	Activates the selection you make.
<C>-<SHIFT>-<F7>	ABORT	Aborts game or replay and goes to main options screen.
<RETURN>	CHAT	Communicates with opponent when two computers are connected.
<CRSR up down> ↕	REVIEW	Reviews previous messages from the computer or opponent.
<RUN STOP>	TIMEOUT	Pauses or resumes the action.
Space bar	EXIT	Exits action or screen; doesn't work during CHAT or while drone is in the air.
<CLR HOME>	BATTLE DISPLAY	Toggles between the three display modes on your battle console during game film: all units; opposing units as "seen" by your units; your units as "seen" by the opponent.
<F1>	BATTLE	Shows Battle console.
<F3>	RADAR	Shows Radar console.
<F5>	DRONE	Shows Drone console.
<F7>	MULTI	Shows Stats, Repair and Misc consoles (option to abort game under Misc console). Use joystick to toggle between consoles.
<CRSR left right> ↔	SCORE	Shows time left in game and current scores.
* (asterisk)	WILD CARD	Lets you select customization option at Game Type menu and toggles Destroy on and off during setup.
1 through 9	GAME FILM SPEED	Sets speed for game film action; 1 (slow motion) through 9 (fast play).

If none of your keys seem to work, you might be stuck in Chat mode. Press <RETURN> to get out of Chat and try again. Or your joystick might be stuck; give it a jiggle and see if it loosens up.

MODEM CONTROL HOT KEYS

Most of you will never need to use the modem control "hot keys." These keys offer extra control over your modem when you're trying to communicate with your modem opponent. These hot keys are all used by holding down the special C= key at the lower left of your keyboard while hitting another key. When you hold down the C= key after a connection has been made, the border color of your screen will change (typically to green); this is normal.

< C= >-A This sets your modem to "A"nswer mode for your next connect as if you had pressed "A" in response to PRESS A OR O AND SET MODEM. It has an immediate effect on some modems.

< C= >-O This sets your modem to "O"riginate mode for your next connect as if you had pressed "O" in response to PRESS A OR O AND SET MODEM. It has an immediate effect on some modems.

You won't need to use the following hot keys except under abnormal circumstances.

< C= >-C This switches the CARRIER: FORCE ON option. You could use this to achieve connection even though you have a modem with a faulty carrier detect function (and you didn't select FORCE ON when you made your Play Disk).

< C= >-H This toggles the "HOOK" and "DTR" control lines to your modem. You could use this to achieve connection before hanging up the phone if you have a 1650 type modem but didn't select that as your modem type.

< C= >-P This will force most modems to release the phone line immediately.

< C= >-1 This forces 1200 baud speed (if your modem can support it).

< C= >-3 This sets 300 baud speed, which is the default setting.

< C= >-<RETURN>

If it's absolutely necessary to issue commands to your intelligent modem, this lets you type a line of text at a time to it. Anytime you see the blue screen border which indicates no carrier/connection, you can press <RETURN> to chat with your Hayes-type modem. For example, if you have a Hayes-type modem and want to use it to call your opponent, you could do this when you see the PRESS SPACE THEN HANGUP PHONE prompt. Press C= <RETURN>, type <INST/DEL>ATDT (your opponent's telephone number) and then press <RETURN>. Wait for your modem to dial your opponent and to "A"nswer; then press the space bar.

A special note for Commodore 1600 modem users

If you use a 1600 modem, you need a telephone that is mechanically and electronically compatible with it (many phones are not). If you have a 1600 modem and a telephone for it, you will connect a little differently than in the instructions for the other modems. Whenever you see the part of the

prompt that says THEN HANGUP PHONE, you should NOT hang up. Instead, unplug the telephone handset cord at the point where it joins the handset and plug that end into the back of your 1600 modem. After you connect the modem, press the space bar.

Help!
Modem Wars is a multifaceted game; it has a lot of features and supports a number of modems. This Command Summary Card and the manual strives to explain everything in a clear manner, but you may still have questions when you're done reading both. If you do, we encourage you to check your local bulletin board service. You'll probably find lots of useful information there.

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